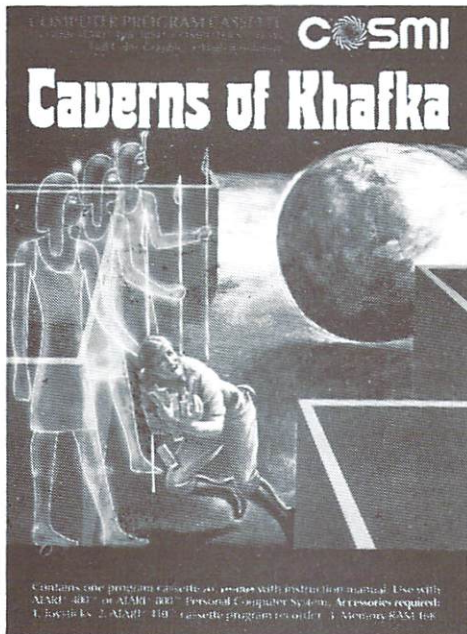


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COMMODORE® 64™



COSMI

Caverns of Khafka

by

Paul Norman

A multi-scrolling screen adventure game requiring skill, planning and logic, designed for the COMMODORE® 64™ Personal Computer Systems.

GAMES WORTH PLAYING

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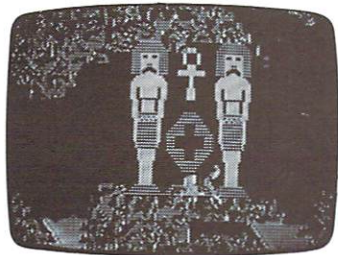


COSMI

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904 Silver Spur Road, Suite 402, Rolling Hills Estates, California 90274

INSTRUCTIONS



Caverns of Khafka

by Paul Norman

OVERVIEW

Search for the fabled treasure of the Pharaoh Khafka. Deep inside the caverns of the tomb lurk untold dangers and challenges barring your path to all the riches of the lower kingdom. Find ways to unlock passages darkened for centuries; elude deadly flying bats; avoid poisonous underground pools of acid; dodge boulders rolling through the Grand Gallery and, finally, reach the Kings Chamber where the wealth of centuries awaits. Ride on ancient elevators, unused for centuries. Climb ropes into mysterious passageways; but find the five sacred seals that are the key to opening the tomb of Khafka. More excitement awaits beyond!

SYSTEM REQUIREMENTS

- 1.) The Caverns of Khafka Cassette or Diskette.
- 2.) Commodore® 64™ Computer.
- 3.) Commodore® Datasette Recorder or Commodore® VIC-1541™ or VIC-1540™ single drive floppy disk.
- 4.) One joystick controller.

LOADING THE PROGRAM

The CAVERNS OF KHAFFKA is a machine language game program designed in 28K RAM which will load into any standard Commodore® 64™ Computer by following the instructions below exactly.

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT NO. 2. (It will not function in CONTROL PORT NO. 1.) CAVERNS OF KHAFFKA is a two part program. Do not remove the cassette or disk until the entire program has loaded.

CASSETTE VERSION

1. Attach the Datasette Recorder to the computer according to the recorder's Instruction Manual. Turn on the computer and wait for the flashing cursor to appear. See that all buttons on the Datasette are not depressed and that the recorder is as far removed from the TV as possible.
2. Insert the Cassette Program Tape in the recorder with the title side facing up. Press the rewind key on the recorder to make certain the tape is fully rewound to the beginning. Now type on the computer: LOAD "CK" and press the RETURN KEY. (The computer will respond with the message: PRESS PLAY ON TAPE.

3. Press the PLAY key on the Datasette. Immediately, the TV screen will go blank and the cassette will start moving. After a moment, the screen will return with the message, FOUND CK.
4. At this point, press the Commodore key (the key with the Commodore logo next to the shift key on the lower left of the keyboard). The screen will again go blank and the cassette will start turning again. After a moment, the screen will return with the READY message and flashing cursor.
5. Now type: RUN and press the RETURN key. The screen will blank once more and the cassette will start again. A 28K Program on cassette will take approximately six minutes to load. When the program is loaded, the cassette will stop, the screen will return and the program will begin automatically. **Note:** It is a good idea to press the stop key on the Datasette and then rewind the tape to the beginning.

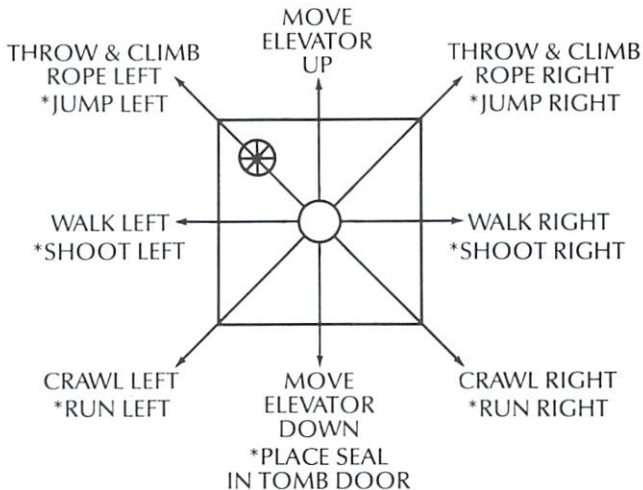
DISKETTE VERSION

1. Attach the Commodore® VIC-1540™ or VIC-1541™ Disk Drive to the computer according to the Disk Drive's Instruction Manual.
2. Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
3. Insert the program Diskette and close the drive latch. Type on the computer: LOAD "CK", 8 and press the RETURN key. The computer will respond with the message, SEARCHING FOR CK.
4. After a moment, it will read, FOUND CK-LOADING. When the READY message returns, type: RUN and press RETURN. The program title card will appear and the program will start loading automatically. When the program is loaded, the game will begin immediately. **Note:** It is a good idea to remove the Diskette and replace it in its envelope.

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 2. (The Joystick will not function in CONTROL PORT NO. 1). Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick controls 13 separate functions depending upon whether or not the "fire button" is depressed. Learn these variations well!

JOYSTICK CHART A



When using the joystick in any operation, the stick must be held in position until you wish to stop, or until the move is completed. The asterisks (*) on the chart above indicate the function performed by the joystick when the "fire button" is depressed.

PLAYING CAVERNS OF KHAFKA FOR THE FIRST TIME

You receive five players (tombstones at the top level will keep track of the number of lives you have lost) and your objective is to find the five sacred seals to the template on the door of the temple of the Pharaoh Khafka, and upon placing them all into position, enter the tomb and recover the fabled treasure.

You have many abilities (see Joystick Chart A) and should practice these while at the top of the caverns. When you are ready, walk right and hop aboard the rickety ancient elevator to begin your descent. You may disembark anywhere you like to go exploring for the glistening gold seals. Watch out for all the obstacles that may interrupt your journey. (See Menaces and Hazards.) As you search the murky labyrinth, listen for the siren-like music of lost spirits that will help lead you to the glistening seals (tablets). The seals are acquired merely by passing over them, which sometimes is quite difficult! If low, crawl to it (watch your head), if higher up you can jump for it or, with skill, catch it by throwing your rope. (See Chart A.) Once you have collected a seal you will receive a random period of time during which you are invulnerable. Use this "immortal time" expediently! Carry the seal to the very bottom of the caverns, and to the left of the elevator you will find the octagonal template between the two giant temple guards. Avoid the bubbling pools of acid magma and stand directly before the template, pull back on the joystick and press the red "fire" button. If you are properly centered in front of the template, the seal will automatically locate itself. Since your invulnerability is now definitely gone, you must hurry to find the next four seals. Remember, the elevator operates at all times, whether or not it is on the screen. You may "summon it" by using the joystick.

After all five sacred seals are placed in the template, a trap door in the temple will open and you will fall through the Grand Gallery to the Kings Chamber and the tomb of Pharaoh Khafka. Once there, the immortal spirit guards of the tomb will fly out of the pharaohs sarcophagus to destroy you. If you can avoid the guards and touch the forehead of the Sphinx, you will claim the treasure of centuries. But, if the guards touch you five times, Khafka has you for lunch! The number of drachmas of gold you receive for successfully completing your quest depends upon the level you are playing, as well as the number of players you lost in the

caverns and Kings Chamber. Scoring is accumulative, so continue as long as you dare!

HINTS:

- 1.) If you bump your head, fall, or get hit by creatures, you will fall over and lay there until you move the joystick. Get up carefully if you are near solid rock, crawling if necessary until you reach a clearing.
- 2.) Should you fall over the side into a section of rock, you may climb out by using your rope. Any other maneuver will only knock you down again.
- 3.) Bats and scarabs can be shot, but your gun fires only straight left or right.
- 4.) Bats, scarabs, rolling boulders, fire fountains, and bumping your head must be done six times accumulatively before being fatal. Falling great distances, being hit directly by falling rocks or stumbling into magma and acid pits is instant death.
- 5.) In order to climb the rope, you must **continue** to hold the joystick in the diagonal position.

IMPORTANT NOTES:

- 1.) If you wish to pause the game during play, press the RUN-STOP key. Press again to re-start.
- 2.) Should you become trapped in an inescapable situation, press the RUN-STOP key and RESTORE key at the same time. The monitor will say "READY." Type SYS 4096, press the RETURN key and game will automatically reset.

MENACES AND HAZARDS

SCARABS – Deadly ancient beetles crawl around the rocks within the caverns. You can absorb five bites safely, but the sixth one is fatal.

BATS – These nocturnal flying mammals can end your quest quickly. After six encounters with these little "beasties" your "dip stick" on blood supply shows empty!

FALLING ROCKS – Watch out for rocks which fall vertically from the caverns ceiling. One mistake . . . and splat!

ROLLING BOULDERS – Elude giant boulders which roll inexorably down the diagonal corridors and galleries. You won't be able to hear them coming before they appear. Be careful!

FIRE FOUNTAINS – Fissures in the cavern formations periodically blast molten rock and steam in your path. Watch your step!

VOLCANIC MAGMA & ACID PITS – On the lowest levels you will find boiling, bubbling pits of acid and volcanic magma that have accumulated over the centuries. Jump over these with caution, any slip may be hotter than you like.

(Hint: With proper timing you can learn to execute double jumps . . . once in mid-air!)

HITTING YOUR HEAD – Watch your head! Bumping your head against a rock will knock you down. Six knock downs and your out.

FALLING – If you fall over twice your height you will drop to your death.

BONUS MAGIC SHIELD – Whenever you pick up a sacred seal, you will also receive a magic shield of invulnerability for a short period of time. Since you do not know in advance the length of time that this protective shield will be in effect, it is important to plan your moves carefully for maximum advantage.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again. If the program still does not load properly, try loading directly by typing, with the Cassette Version: LOAD "KHAFKA", 1, 1 or with Disk: LOAD "KHAFKA", 8, 1 and press return. When the READY message appears, type SYS 4096.

- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) There is a duplicate program on the reverse side of the cassette. Turn over the cassette and attempt to load on Side 2.
- 5.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 6.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 7.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Paul Norman

Paul has already begun receiving accolades for his first Cosmi Commodore® 64™ computer game, "Forbidden Forest." **Electronic Fun with Computers and Games** Magazine says "In a world where excellence seems to have gone out of style, (Norman) has created an arcade style game that excels in graphics and sounds. It is just about the best looking, sounding and playing computer game (we've) seen in months." COSMI is proud to present Paul's next effort, "Caverns of Khafka" and to echo the cheer . . . "Bravo Norman!"



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